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The Carrion Hunter

A Pointy Hat Ranger Lich

CARRION HUNTER

Medium Undead, Any Alignment

Armor Class 17 (natural armor)
Hit Points 195 (26d8+78)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	16 (+3)	18 (+4)	11 (+0)

Saving Throws STR +8, DEX +11
Skills Animal Handling +10, Nature +9, Perception +10, Stealth +11, Survival +10
Damage Resistances Cold, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 120 ft., passive Perception 20
Languages The languages it knew in life
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Ambush Predator. Once per turn, when the carrion hunter uses the Attack action against a creature it is hidden from, the carrion hunter can attack twice, instead of once.

Archranger. The carrion hunter cannot become lost except by magical means; difficult terrain, magical or nonmagical, doesn't slow its travel; and it has advantage on all Intelligence (Nature), Dexterity (Stealth), and Wisdom (Survival) checks.

Beastly Bond. The carrion hunter is always aware of the direction to the location of its carrion companion. If the carrion companion is moving, the carrion hunter knows the direction of its movement. It is always aware of its carrion companion's emotional state, whether it is in danger or safe, and whether it is alive or dead.

Companion Phylactery. If its carrion companion is still alive, a destroyed carrion hunter gains a new body in 1 day, regaining all its hit points and becoming active again. The new body appears within 5 feet of its companion.

Confirmed Kill. When the carrion hunter brings a creature to 0 hit points, it can immediately make an additional bow attack at a creature it can see within range.

Magic Resistance. The carrion hunter has advantage on saving throws *against* spells and other magical effects.

Moment's Notice. The carrion hunter rolls initiative with advantage, and cannot be surprised.

Tactical Retreat. If its carrion companion dies, the carrion hunter can immediately move up to twice its speed without provoking attacks of opportunity.

Turn Resistance. The carrion hunter has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The carrion hunter makes two Bow attacks or two Scimitar attacks.

Bow. *Ranged Weapon Attack:* +11 to hit, range 200/800 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 9 (2d8) necrotic damage.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Command. The carrion hunter commands its companion, allowing it to strike instead. The carrion companion uses its action and may move up to its speed.

Spellcasting. The carrion hunter casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18):

- *At will: hunter's mark, longstrider, speak with animals*
- *1/day each: animal messenger, locate animal, locate object, pass without trace, spider climb, vampiric touch*
- *2/day each: animate dead (cast at 4th level), greater invisibility, locate creature, nondetection, see invisibility*
- *1/day each: blight (cast at 6th level), cloudkill (cast at 6th level), hallucinatory terrain, tree stride*

Bonus Actions

Hide. The carrion hunter makes a Dexterity (Stealth) check in an attempt to hide.

CARRION COMPANION

Large Undead, Any Alignment

Armor Class 19 (natural armor)
Hit Points 304 (32d10+128)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	18 (+4)	4 (-3)	10 (+0)	3 (-4)

Saving Throws DEX +12, CON +10
Skills Perception +6, Stealth +12
Damage Resistances Cold, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 120 ft., passive Perception 16
Languages Understands, but cannot speak, the languages of its master
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Archbeast. The carrion companion has advantage on all Wisdom (Perception) checks.

Beastly Bond. The carrion companion is always aware of the direction to the location of its carrion hunter. If the carrion hunter is moving, the carrion companion knows the direction of its movement. It is always aware of its carrion hunter's emotional state, whether it is in danger or safe, and whether it is alive or dead.

Beastly Rage. If its carrion hunter dies, the carrion companion regains one-third of its maximum hit points (101 HP) and immediately makes one attack against a creature it can see within range.

Beastly Shape. The carrion companion has the flying and swimming speeds of the beast whose form it took in life.

Companion Phylactery. If its carrion companion is still alive, a destroyed carrion hunter gains a new body in 1 day, regaining all its hit points and becoming active again. The new body appears within 5 feet of its companion.

Soul Feast. For each soul it has consumed since it became undead, the carrion companion's hit point maximum increases by 1.

Actions

Multiattack. The carrion companion makes two claw attacks and one maw attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Maw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 5 (1d10) necrotic damage.

Tactics:

- The carrion hunter will engage enemies from a very long range and, if possible, while hiding, ambushing them from a distance and dispatching them before its enemy can get to it. The hunter will make one attack, stealth away to a different position, and then make another attack, so that its position remains hidden to its mark.
- If it is forced to fight its enemies head-on and cannot hide, the carrion hunter will stay behind its carrion companion and let it tank.
- If the carrion hunter is losing the fight, it will use its *Tactical Retreat* ability to fall back while the carrion companion slows down their attackers. This gives the carrion hunter more of a chance to get away without risk, since if only one dies the other will resurrect.
- If the carrion hunter dies before its carrion companion, the companion will use its *Beastly Rage* ability to try either to kill the remaining enemies or weaken them enough to not give chase.
- You can decide how tanky (and how hard to kill) the carrion companion is by increasing its HP according to how many souls it has been able to feast upon.

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